

League Overview....

The Village Greens League is evolving. New tournament software will enable us to enhance the league experience on Wednesday evenings. New changes are in store for the 2019 season and I am confident they are for the best interest of all of our players.

Wednesday Night League Play ~ Be on your starting hole no later than 5:55. 6pm Shotgun Start, Get your beer earlier or pick it up after holes 9 or 18. 4 teammates will compete weekly in a variety of formats in match play competitions against another team. (New for 2019) Each match will be worth 1pt per hole regardless of format.

The single biggest change to League is the implementation of Golf Genius tournament software. Each week team registration will be REQUIRED. Captains must submit their team **no later than noon on the day of play**. The Golf Shop will now issue scorecards with assigned matchups with player info and handicapped "dotted" holes. The scorecard will also have a specific Golf Genius password to access the digital scorecard on your mobile device. Download the Golf Genius App for free. All teams will be required to submit their scores electronically as well as turn in a paper scorecard following play.

We play in 8-somes and all 9 hole matches are expected to not exceed 2hrs. and 32 minutes in length. Players are welcome to continue to play additional holes after their match is completed as long as their scores have been electronically posted to the Golf Genius App and the paper card is submitted to the Golf Shop. Rental carts must be returned at dusk. No play will be allowed in the dark!!!

In an effort to complete matches efficiently, please note the following league rules and etiquette procedures:

First and foremost ~ This is League Play consisting of 9 holes of Match Play, your ball is not always going to touch the bottom of the hole.

Second ~ Your groups first tee ball is in the air at 6pm sharp. We will blow 1 long air horn blast to indicate the start of play. At 8:30 we will blow two long air horn blasts indicating suspension of League Play. At 8:30, the hole you are currently on may be completed, but after that, League Matches will be considered over. All it takes is one member of the 8-some to tee off prior to the 2 horn blast for a hole to be considered in progress. If any holes are not completed after 8:30 they will be considered halved.

Third ~ Pace of Play.... It is mandatory your group keep pace with the group in front of you. **One slow team makes the League slow.** There is no specific playing order or "honor" hitting system. ***Hit when it's safe to hit.*** If you're ready, hit it, no waiting around!!! Multiple players should be hitting nearly at the same time in many scenarios, teammates are encouraged to use both sides of the tee box. Get to your ball and get

ready to hit. If sharing a cart, adopt the drop and go method. When on the green be ready, have your putt read and routine timed so when it is clear you can putt. Pick up when you're out of the hole and give putts to your opponent. There are many ways to speed up play if you are falling out of position: Players who have completed the hole must proceed to the next tee and tee off, groups should putt inside out, a ball coming to rest inside the "circle of friendship" (the distance from the bottom of the stick to where it changes from black to white in proximity to the hole) will be considered "good".

Fourth ~ Rules.. The USGA has some new rules and we will adopt a few local rules. We now drop from knee height. Flagsticks can now stay in when on the putting green, however, once the flag is pulled, it stays out. No in and out, in and out!!! If you want it in you must putt before it's pulled. Out of Bounds: you always have the option to hit a provisional, but there is no going back to the tee if your ball is OB. If your ball is out and you did not choose to hit a provisional you may drop within 2 club lengths where you crossed the OB line incurring two penalty strokes. This also applies to the blue stakes (in course OB) on holes 1 and 14. Lost balls will be considered loss of hole, unless you and your opponent can agree to where it "should" be and at that point you could drop near that spot incurring two penalty strokes.

Now for the fun stuff!!!

We have 36 Teams. 18 teams will play either side and will be considered separate leagues (Hogan League and the Snead League). Each league will play identical schedules and be made up of 3 divisions of 6 teams each. Each Division will play 5 weeks of single matches within their division and will play 7 weeks of team matches against teams in the other divisions for a 12 week regular season. The top 12 teams in a league will make up the championship playoff bracket. The remaining 6 teams in each League will play in the consolation bracket. The 3 division winners and the wildcard winner will earn first round bye's into the playoffs. The two League Champions will play for the overall League Title at the end of the year. Playoff rosters must be made from established league players.

A variety of proximity markers will be up for grabs throughout the League Season. As always there will be great prizes attached to them, in addition the winner will be entered one shot in the Michelob ULTRA Shootout held on the last league night. Win one, get one chance. Win five, get five chances. The ten closest shots will win some great prizes as well as a grand prize for a hole in one!!!

Inclement weather policy. Decisions to cancel a League night, in most scenarios, will not be made until 4pm. If league is canceled, there are no makeup weeks and matches will be halved. If play is suspended or delayed any holes not completed will be halved.